

## Diffusion of Innovation: Application of Interactive Learning Media in PPKn Subjects in Junior High School

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**Abstract.** The aim of this research is now realized to improve the quality of advanced education and the creation of digitalization of education. The study used a literature review to examine the application of interactive learning media in PPKn subjects in junior high schools (SMP). This research uses a qualitative approach. The findings in this research are of the analysis, which shows that 50% of the interactive media used by researchers in PPKn subjects are quiz games-based, namely by utilizing the Quizizz platform, Crossword Puzzle method, and independent applications. In addition, the results of the analysis showed that 60% of researchers applied interactive learning media to PPKn subjects to increase students' learning willingness (interest in learning, motivating, and increasing willingness to read). The cocclusion importance of diffusion of innovation in education in the form of the application of interactive learning media the interest of students in learning so that the realization of the nation's ideals is to educate the nation's life.

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**Keywords:** *Diffusion Innovation; Interactive Learning, Subjects; PPKn; Junior High School*

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### INTRODUCTION

Education as the main pillar of building the nation's civilization that shapes the younger generation to become citizens with character and sustainability (Afifuddin, 2014). Education aims to provide knowledge, skills, and values to the younger generation to become agents of change who over time can pass on the nation's culture to their descendants. This is in line with the Preamble of the 1945 Constitution in the fourth paragraph that the Indonesian state has an effort to educate the nation's life so that superior human resources (HR) and character are realized (Alumu, 2019). According to Law No. 20 of 2003, the meaning of education can be taken as a consciously planned effort in

realizing a learning environment and a more active learning process to increase the potential of students, both spiritual, personality, emotional, noble character, and skills that are needed by individuals, society, nation, and state (Pristiwanti et al., 2022; Suardi et al., 2019).

Education in Indonesia in the process of its implementation is equipped with a variety of subjects that are adjusted at the school level, ranging from elementary school (SD), junior high school (SMP), and high school (SMA) (Dwi, 2023). The three levels are inserted PPKn subjects which play a significant role in shaping the character and national identity of students (Anatasya & Dewi, 2021). PPKn teaches a person to better understand the

dynamics of state life, nationalism values, rights and obligations of citizens, and several other aspects that are realized so that students have a high sense of pride and defense of their nation (Uchrowi & Ruslinawati, 2021).

In its long journey, this PPKn subject is faced with several kinds of challenges, one of which is students who tend to get bored easily when listening to material related to PPKn (Hendrizal, 2019; Wandini et al., 2022). Some students consider that PPKn subjects are very boring because they tend to focus on theory and long explanations. This is further exacerbated when some of the PPKn teachers still use the old and old-fashioned way of teaching PPKn material, namely by lecture and memorization methods which make their students less interested in PPKn subjects (Basit, 2016; Samsuri, n.d.).

In fact, logically, PPKn is a subject that bases students on continuing to care and preserve the sustainability of their country (Alvira et al., 2021). When students already love their nation and country, then in everything will continue to be defended wholeheartedly (Widyatama & Suhari, 2023). So, from here PPKn subjects need to run all the time to sustain the development of the Indonesian state.

School becomes a place where students can gain knowledge (Jannah & Sontani, 2018). Schools are specifically designed and organized by the government to provide scientific facilities to the community,

especially students so that they can become superior and participatory communities in building a good country. Through school, students can get many subjects, one of which is PPKn which provides knowledge, both theoretically and practically. The school is also a means of character building through programs that are held, ranging from discipline, love for the environment, nationalism, and patriotism values, and many more (Pramana & Trihantoyo, 2021). The formation of character in schools makes the foundation for the realization of Law No. 20 of 2003 which in principle education becomes part of the process of empowerment and cultivation of students that will continue throughout life (Bagaskara, n.d.; Suardi et al., 2018).

School in fact not only produces a clever personal figure, but with the refraction of values also embodies character and morals in oneself (Priambodo, 2019). School becomes an important part of a person's growth and development process and is expected to be able to direct someone to a brilliant identity (Ariyanti, 2016). One of them is junior high school (SMP) with an average age of students of 13-15 years which is a transition period from children (in elementary school) to early adolescence (junior high school period), requiring habituation and culture in an integrated manner so that students do not take the wrong step (Wibana, 2022). This age range is usually students still unable to ascertain

something right and wrong, so junior high school becomes a place for a more essential level of formation and needs to be promoted nationalism values.

In addition to schools, teachers are a vital component because as a figure of guidance and school direction also need to have good power (Palunga & Marzuki, 2017; Zulfiati, 2014).

Teachers have the potential to not only teach and assign assignments, but also must be creative and innovative to attract students in learning (Riani, 2023). Teachers as second-hand parents and model figures for students who must be able to steal attention so that the quality of education can go up, not down.

In fact, if analogous, the teacher in front of the class is like a television which if it is interesting, someone who watches it (students) will feel interested and even linger to be able to see it, while if the teacher does not give interest, the students will quickly get bored and even do not want to see what the teacher is doing. Education has various challenges ranging from teachers, students, and educational facilities to that must be realized properly.

Even though in the current era, education has entered the digitalization period due to the incredibly considerable influence of technology. Technology has penetrated all aspects in the field of life, both political, social, economic, and even educational (Ahmad, 2012).

The application of interactive learning media can make learning more dynamic and interactive. Through the application of interactive learning media, it can also involve students to be able to learn and play with digital means and increase their motivation to want to learn (Triyani et al., 2023). Teachers do not need to bother to explain theories at length, because with the application of technology can show theories to students directly only by using videos, songs, games, and much more. Technology positively provides extraordinary convenience, especially in the process of education by digitization (Salsabila et al., 2021). With just a touch, teachers can provide the material easily and quickly to students, and students also feel more interesting and fun learning.

The diffusion of innovation in education is especially important, because in all cases there needs to be renewal and innovation to create a more efficient atmosphere (Nisrokha, 2020; Wasik, 2022). Education cannot be simply teachers who explain and learners who listen, but more than that. Education is one of the sectors of life that needs innovation so that it is not old-fashioned and outdated (Kurniasari, 2023).

The implementation of innovation also has challenges, one of which is from the implementers and actors who play it to realize a more modern education than before. Conceptually, the diffusion of innovation is not the last goal to find new things, but to

create something to support a better and more efficient implementation process (Fedora et al., 2023). The diffusion of innovation in education develops variously according to the actors and implementers who run it. Teachers realize an innovation so that education is not monotonous and able to increase the interest in learning of their students. The diffusion of educational innovation is important because it plays a key role in the journey of a more sustainable and quality civilization (Pálvölgyi & Horváth, 2023). Through the discussion that has been presented, researchers feel moved to research related to "Diffusion of Innovation: Application of Interactive Learning Media in PPKn Subjects in Junior High School (SMP)" to find out how the application of interactive learning media in several schools at the junior high school level and see the implementation process and the results that arise or are obtained when the educational innovation is realized in the school environment and tested on participants Educate in improving the quality of education.

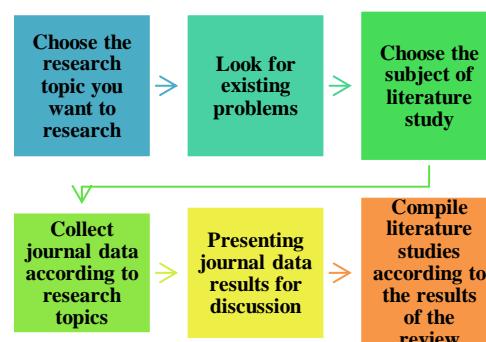
## RESEARCH METHODS

This research uses a qualitative approach. A qualitative approach is an approach whose data is descriptive and not numerical data. Qualitative data is usually immeasurable and expressed in word form, not numerals (Sarwono, 2009). The method used in the review process is a literature review or literature study. The literature study method is

a set of activities conducted by researchers related to the process of collecting library data, examination, recording, and processing of research materials, Zed in (Kartiningrum, 2015). Based on its implementation, literature study has several important objectives which include: 1) Uniting research topics with other relevant literature; 2) Show readers the results of other studies that have ties to the research conducted by the researcher and fill in the gaps or gaps from the previous study, Copper in (Rihani et al., 2022).

The object of research studied in this study is a research article on the topic of interactive learning media on PPKn subjects at the junior high school (SMP) level. The type of data used is secondary data in the form of existing sources of writing and references that are relevant to the research topic.

Literature studies use content analysis techniques in the process of reviewing discussion (Sari et al., 2021). The framework applied by researchers so that the research conducted can be carried out in a directed manner is as follows, Kuhlthau in (Arianto & Nadiar, 2021).



**Graph 1.** Researcher Framework in Research

## DISCUSSION

Researchers search for articles in scientific journals using Harzing's Publish or Perish application with several settings. Keywords or keywords on the menu are filled with main keywords according to the research topic, these keywords are in the form of interactive learning media; PPKn; SMP. The year range feature in the menu is filled with the current year 2023-2023 to limit article searches outside of the required and set year. To filter the number of articles on the Google Search network, researchers will limit the Harzing's Publish or Perish application by choosing article output with a maximum limit of fifty articles. Researchers then sort out articles that have appeared in the list table. There are as many as 10 PPKn innovation studies that are of the type of articles, not thesis (repository) and in accordance with the research topic to be studied by researchers such as.

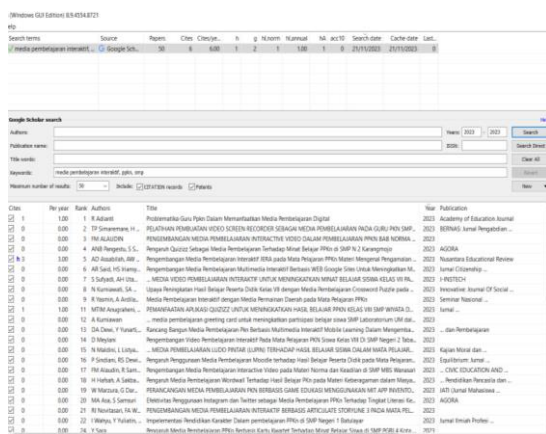


Figure 1 Article Search View at Harzing's Publish or Perish

Researchers continue by choosing articles that are in accordance with the research

topic, the title of the article chosen is based on the components of the keywords, namely interactive learning media; PPKn; SMP. After selecting, the researcher opens several articles of his choice to see a clearer and more detailed fit with the research topic such as.



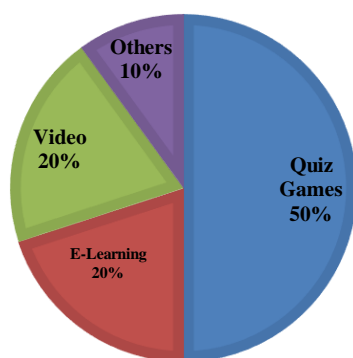
Figure 2 Display of Research Articles in Journals

Article sampling is based on the suitability of keywords from the research topic, namely interactive learning media; PPKn; SMP. The collection of articles here is done randomly while still paying attention to the suitability of the topic and the output data from Harzing's Publish or Perish. Of the fifty research materials that have been included in Harzing's Publish or Perish list, there are several studies that include thesis (repository), scientific summary, and research articles that contain topics outside of this research study. There researchers, through sensory abilities and in-depth analysis, do manual sorting by analyzing research materials and get ten kitsens of articles that are in accordance with the topic of research studies as shown in the table.



Researchers found diversity in the content of each article, but the data studied still refers to the process of applying interactive learning media to students in junior high school (SMP).

The studies contained in these ten articles have the results of an analysis of the process of applying interactive learning media so that they become follow-up material for researchers to be visualized and translated into the subject of discussion. Researchers visualized a review of the researchers' previous research data to find the percentage of what media was applied to PPKn subjects and what things were improved to achieve success in their research. Researchers visualized using pie charts to be able to see the percentage of the tendency towards media application in PPKn subjects used by previous researchers based on the type of media used in each school as shown below.



**Diagram 1.** Percentage of Media Used

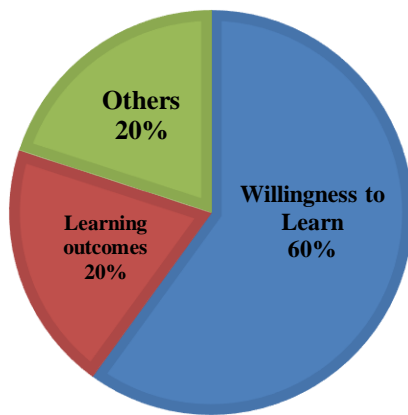
From the findings of ten articles, there are similarities in the types of media that can be the basis for implementing a category system to find out what media trends are used

in PPKn subjects in junior high schools (SMP). There are 4 (four) types of categories, namely: quiz games, e-learning, videos, and others. Based on the findings of articles that have been analyzed, which show that as much as 50% of interactive media used in PPKn subjects are quiz-based games, then interactive media used in e-learning and video-based subjects get a series and balanced percentage of 20%, and the smallest percentage of 10% with other categories, namely the application of e-comics which is only applied by one researcher. So that from ten researchers more dominant in applying interactive learning media types Quizizz and Crossword Puzzle which have similarities in their game systems based on Quiz Games, namely with the quiz / puzzle / guessing method.

This guessing game or quiz is often applied because it can attract students to want to learn by encouraging them to be active in finding answers. The quiz method can be applied to students using the Quizizz platform or the Crossword Puzzle model to strengthen students' curiosity in understanding the questions given and improve their critical analysis. Quizizz is one of the technology-based quiz learning methods (Irnawati et al., 2022; Purbayatri, 2023). The quiz method is to give questions to students to be encouraged to learn and be active and motivate them to listen more to the material presented by the teacher (Salju et al., n.d.; Widyatama et al., 2022). The

quiz method is evaluative to repeat the material that has been discussed to better remember.

After knowing the tendency of the media used in PPKn subjects, researchers carried out further visualization to determine the tendency towards what was studied by previous researchers in their research studies through the following diagram.



**Diagram 2.** Percentage of Things Improved

In the ten articles that have been attached, the similarity of treatment objectives that can be used as a basis for applying the category system to find out previous researchers have improved what tendencies when applying interactive learning media to students. There are 3 (three) categories, namely willingness to learn, learning outcomes, and others. Based on the findings of the article that has been analyzed, which shows that as many as 60% of the results that want to be improved by previous researchers in PPKn subjects are the willingness to learn from students in their respective schools, then the improved things in the form of student learning outcomes are 20%, and also continued with the

percentage of things that are improved in the form of others that are series / balanced with learning outcomes of 20% where researchers only focus on realizing interactive learning media only. So that several articles that have been analyzed show that researchers are more dominant in applying interactive learning media for the purpose of increasing the willingness to learn of didil participants (interest in learning, motivating students to want to learn, and willingness to read and so on). Willingness or interest in learning is a process that learners generate when they see something they receive is the same as what they think and embodies feelings of pleasure (Achru, 2019; Reski, 2021). Interest in learning is a response of students when they want to do something like reading, and the learning process makes them interested, want to continue to do, pay attention to it well. As for learning outcomes as a final assessment of a process that has been conducted repeatedly and planned (Sulastri et al., 2015; Wicaksono & Iswan, 2019). Learning outcomes are a form of manifestation achieved by students after following the learning process as well as changes in behavior experienced by students, either directly or indirectly (Fitriani, 2016). Learning outcomes tend to last a long time because they come from their personal understanding and form a better person, both from the way of thinking and behavior that arises in themselves.

## CONCLUSION

The first conclusion is showed that 50% of interactive learning media in PPKn subjects applied were based on quiz games by utilizing online quiz platforms (Quizizz) and crossword puzzle games (Crossword Puzzle). The second conclusion is show that the improved thing from students through interactive learning media by 60% is to increase students' learning willingness (interest in learning, motivating learning, and willingness to read). From these two results, it can be concluded that the application of interactive learning media in PPKn learning has been underway, and the goal achieved from the existence of interactive media is none other than increasing the interest of students in learning so that the realization of the nation's ideals is to educate the nation's life.

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